

IM-MIN-MPZE-USA

Pokémon mini™



Pokémon USA, Inc.

POKÉMON

PUZZLE COLLECTION™



INSTRUCTION BOOKLET

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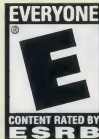
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U.S.\$1.50 per minute

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Callers under age 18 need to obtain parental permission to call.

(Prices subject to change)

PRECAUTION INFORMATION

IMPORTANT SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

SEIZURE WARNING



Warning

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

REPETITIVE STRAIN WARNING



Warning

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

Take a 10 to 15 minute break every hour, even if you don't think you need it.

If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.

If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

Recommended for ages 6 and over.

BATTERY LEAKAGE



Warning

Leakage of battery acid can cause personal injury as well as damage to your Pokémon mini. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

Do not use rechargeable batteries such as nickel cadmium (nicad), or nickel metal hydride (nimh).

Do not leave used batteries in the Pokémon mini. When the battery is running low, a Replace Battery indicator will appear on the screen when a Game Pak is inserted and the power turned on. When you see this indicator, replace the used battery with a new battery as soon as possible.

Do not leave the battery in the Pokémon mini for long periods of non-use.

Do not leave the power switch ON after the battery has lost its charge.

When you finish using the Pokémon mini, always turn the power switch OFF.

Do not recharge the battery.

Do not put the battery in backwards. Make sure that the positive (+) and negative (-) end is facing in the correct direction. Insert the negative end first. When removing the battery, remove the positive end first.

Do not dispose of the battery in a fire.

Welcome to the Pokémon Puzzle Collection!

Solve puzzles and catch Pokémon!

Complete your POKÉMON MINI DEX!



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Using the buttons

POWER Button

Turns the power on and off.

Auto power-off

If no button input has been registered for ten minutes or longer while the unit is on, the unit turns off automatically.

+ Control Pad

Lets you choose different menus, and controls movement.

B Button

Calls up the previous screen (when you are using a menu, etc.).

C Button

When you press this button during game play, the menu screen is displayed.

A Button

Locks in whatever selections you have made (menus, etc.).



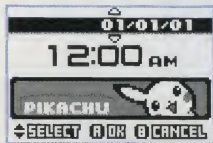


Clock mode

The Pokémon Puzzle Collection makes a great clock, too!

A picture appears under the time display.
Choose Pikachu™, Pichu™, or Togepi™!

To turn on Clock mode



Make sure the title screen is displayed, and press the **C** Button. This turns on Clock mode.

If you turn the power off while the unit is in Clock mode, it will be in Clock mode the next time you turn it on, too.

Menu

The menu appears at the bottom of the screen when you press the **A** Button while in Clock mode.

If you choose "TO GAME," the game title screen is displayed again. If you choose "SET TIME," you can set the clock or change which picture is shown under the time display. Press the **+** Control Pad up or down to change the numbers. Use the **A** Button to move to the next digits (hours, minutes). Use the **B** Button to return to the previous digits.

Use the **B** Button to turn off the menu.

Set the clock right at the beginning with the new Pokémon mini!

With the new Pokémon mini, the clock setting screen is displayed the very first time you turn the power on. Set the clock and then start playing! If you press RESET or change the battery, or if the unit power goes off because the battery has run out, the clock will reset. Simply set it again the way you did the first time.

Starting the game and making settings

Title screen



When you press the **A** Button, the game selection screen is displayed.

If you press the **+** Control Pad to the right or left before you press the **A** Button, you can select "OPTIONS" or "POKÉMON MINI DEX."

To find out more about making settings, please read the section on "OPTIONS" on page 12. To find out more about the POKÉMON MINI DEX, please read the detailed explanation on page 28.

DELETE DATA



While holding down the **B** Button...



press the **+** Control Pad to the right or left.

If you move the **+** Control Pad left or right while pressing the **B** Button, "DELETE DATA" is displayed.

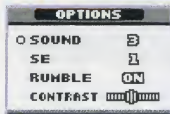
● Then, when you press the **A** Button, "DELETE DATA" will come up on the screen. Choose "YES" if you want to delete the data.



Be careful!

Be careful how you use this function. After the data is deleted, the puzzles you solved already aren't marked as solved anymore, and the Pokémon you caught in your POKÉMON MINI DEX are deleted.

Options



Press the **+** Control Pad up or down to choose the setting you want to change. Then press the **+** Control Pad left and right to change the setting.

- You can use the "SOUND" setting to change the volume of the background music for the

game. If you set it to "OFF," the background music is turned off.

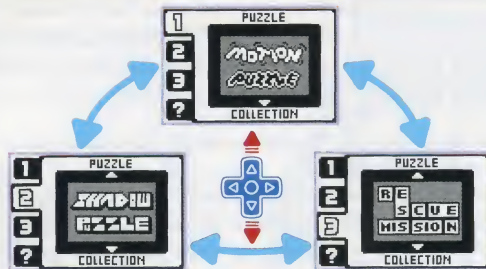
- You can use the "SE" setting to change the volume of the sound effects. If you set this to "OFF," there are no sounds effects. If you set both "SE" and "SOUND" to "OFF," you can play without bothering the people around you, even in a quiet place.

- If you don't like the vibration effect, you can set "RUMBLE" to "OFF."

- If it's hard to see the screen clearly, try changing the "CONTRAST" setting.

After you finish making the changes you want, press the **A**, **B**, or **C** button to get back to the previous screen.

Choosing a game



Press the **+** Control Pad up or down to select one of the three games. Then press the **A** Button to call up the puzzle selection screen.

Press the **B** Button to return to the previous screen.

Choosing a puzzle

RESCUE MISSION									
LEVEL 1	0	0	0	0	0	0	0	0	0
LEVEL 2	0	0	0	0	0	0	0	0	0
LEVEL 3	0	0	0	0	0	0	0	0	0
LEVEL 4	0	0	0	0	0	0	0	0	0
LEVEL 5	0	0	0	0	0	0	0	0	0



Cleared mark

More difficult

Use the **+** Control Pad to select the puzzle you want to try next. Then press the **A** Button.

- There are 20 different puzzles in each game. They range from level 1 puzzles to level 5 puzzles. The puzzles listed higher up are easier, but they gradually get harder as you go down the lists.
- Once you have solved a puzzle, a mark is put next to it. The more puzzles you solve, the more marks you'll get!

Press the **B** Button to return to the game selection screen.



Game types

1. Motion Puzzle

In Motion Puzzle you move sections of a picture of a Pokémon to put them in the correct order.

When you complete the picture, you catch that Pokémon!

No.172

Tiny Mouse Pokémon
PICHU™



CATCH!



- First, move the hand using the **+** Control Pad. When you press the **A** Button, the panel pointed to by the hand's finger is marked. Move the hand to another panel, and press the **A** Button again. The two pieces switch places. Keep switching pieces until you complete the picture of the Pokémon.
- If you accidentally mark the wrong panel, press the **B** Button to cancel.

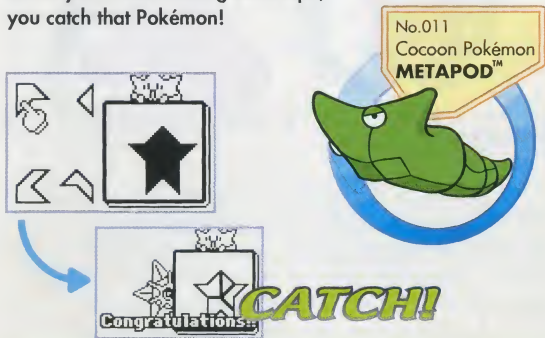


When you press the **C** Button, the menu screen is displayed. In the menu screen, you can check exactly how to play, suspend the game, or change the settings. To find out more about the menu screen, please see page 25.

2. Shadow Puzzle

In Shadow Puzzle, you put pieces together so that they fit into a silhouette and create the shape of a Pokémon.

When you finish creating the shape, you catch that Pokémon!



- First, use the **+** Control Pad to move the hand and choose a piece among the many pieces on the left side of the screen. Press the **A** Button to pick up a piece. After you pick up the piece, move it over to the silhouette on the right and press the **A** Button again to release the piece.



- If you press the **B** Button while you are carrying a piece, you can rotate the piece. If you don't rotate the piece correctly, you may not be able to complete the shape.
- If you accidentally put a piece in the silhouette incorrectly, you can use the **A** Button to pick it up again. If you press the **B** Button instead of the **A** Button, the piece is returned to where it originally started.

No.246
Rock Skin Pokémon
LARVITAR™



When you press the **C** Button, the menu screen is displayed. In the menu screen, you can check exactly how to play, suspend the game, or change the settings. To find out more about the menu screen, please see page 25.

No.039
Balloon Pokémon
JIGGLYPUFF™

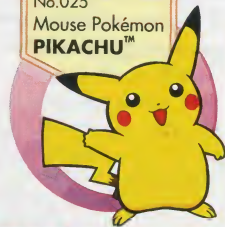


3. Rescue Mission

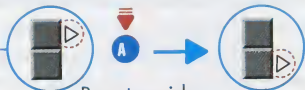
In Rescue Mission, you move blocks to help a trapped Pokémon escape. When you lead the Pokémon to the opening on the right side, the Pokémon can escape. Then you get the Pokémon!



No.025
Mouse Pokémon
PIKACHU™



CATCH!



Press to switch

- Move the blocks using the **+** Control Pad. You can only move the Pokémon and the blocks into open spaces, so make sure you try to figure out what's the best order before you try to move them. If you notice that there is a block you can't move, don't panic! Just press the **A** Button. Then you can move a block that wouldn't move before. Remember: If the block you want to move won't move, press the **A** Button to turn it into a moving block!

No.174
Balloon Pokémon
IGGLYBUFF™



No.151
New Species Pokémon
MEW™



When you press the **C** Button, the menu screen is displayed. In the menu screen, you can check exactly how to play, suspend the game, or change the settings. To find out more about the menu screen, please see page 25.

4.?

As you solve puzzles and get lots of Pokémon, something happens at the question mark "?". What is it?



hint



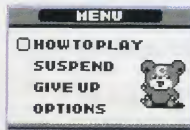
Here's a hint. The question mark "?" lets you play a game in which you slide panels using just the **+** Control Pad. You don't use the **A** or **B** Button. What kind of game is it? Try it and see!



The menu screen

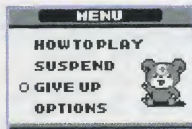


C Button

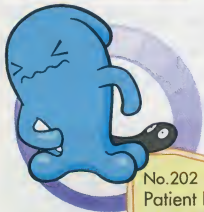


When you press the **C** Button in the middle of solving a puzzle, you call up the menu screen. You can select a menu by moving the **+** Control Pad up and down.

- If you select "HOW TO PLAY" and press the **A** Button, you can find out more about how to play the current game.
- If you select "SUSPEND" and press the **A** Button, you can suspend the game temporarily. Then you can turn the power off. To find out more about the "SUSPEND" function, read the section on "SUSPEND" on page 27.



- If you select "GIVE UP," you can stop trying to solve the puzzle you are in the middle of and return to the puzzle selection screen.
- Select "OPTIONS" and press the **A** Button if you want to change any of the settings. To find out more about making settings, please read the section on settings on page 12.



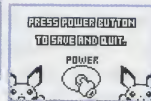
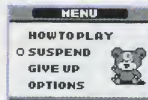
No.202
Patient Pokémon
WOBBUFFET™

**Don't give up!
Keep trying!**

Press the **B** Button, or press the **C** Button again, to return to the game.



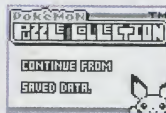
Suspending the game



- You are in the middle of a puzzle, but you have to do something right away, so you have to stop playing the game for a

short time. When this happens, first press the **C** Button to call up the menu screen. Then select "SUSPEND" and press the **A** Button. The screen changes so that it looks like the screen shown to the right side. Press the **POWER** Button and turn the game off.

- The next time you turn the power on, the screen will look like the one shown to the right. Press the **A** Button. You can continue playing right where you left off when you suspended the game.





The POKÉMON MINI DEX

09	POKÉMON No. 043	ODDISH
10	POKÉMON No. 045	VILEPLUME
11	POKÉMON No. ---	?
12	POKÉMON No. ---	?
13	POKÉMON No. ---	?
14	POKÉMON No. ---	?
15	POKÉMON No. 061	POLIWHIRL

- The POKÉMON MINI DEX lets you look at the Pokémon that you've caught by solving different puzzles.
- Choose the Pokémon you want to look at by moving the **+** Control Pad up and down, and press the **A** Button.

You can catch up to 80 Pokémon! It's hard to put the entire POKÉMON MINI DEX together, but it's worth the effort. Can you do it?



No.013
Hairy Bug Pokémon
WEEDLE™



No.043
Weed Pokémon
ODDISH™

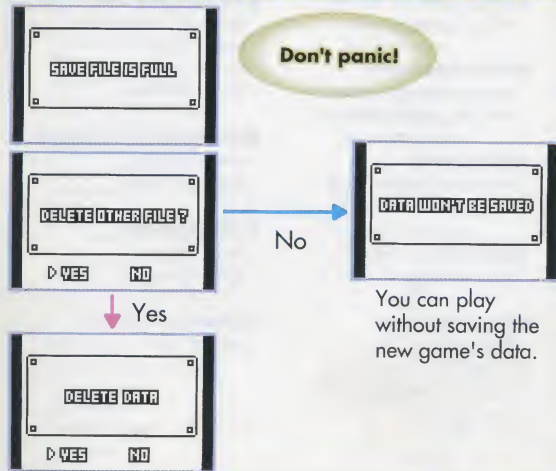


No.187
Cotton Weed Pokémon
HOPPIP™



What to do when all of the files are already being used...

The Pokémon mini game unit has special storage files for saving game data. There are a total of six files for data storage. You can use one of these areas for this game. If all of the data storage files are being used by other games when you put the Game Pak in the Pokémon mini and turn it on, "SAVE FILE IS FULL" will be shown on the screen. But don't worry! Select "YES" when "DELETE OTHER FILE?" is displayed, and you can delete the file for another game and use that file to save Puzzle Collection game data. If you don't want to delete a file for other games, select "NO" at this screen. You can play Pokémon mini games without saving the game data. If you do, though, the stages you cleared won't be marked as cleared, and the unit won't record which Pokémon you caught.



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NOTES



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REV-B-P

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PATENT INFORMATION

United States Patent Numbers: 4,932,904 ; 5,134,391.

Canadian Patent Numbers: 2,007,434.

Other patents pending.

SCAN

For **Pokemon-Mini.net**

By **RazorLeafAttack**

REV-L-P

Distributed by
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PRINTED IN JAPAN